

## EAST Search History

| Ref # | Hits  | Search Query                                      | DBs                             | Default Operator | Plurals | Time Stamp       |
|-------|-------|---|---------------------------------|------------------|---------|------------------|
| L1    | 1417  | 709/200.ccls.                                     | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:25 |
| L2    | 11408 | 709/201-205.ccls.                                 | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:25 |
| L3    | 23360 | 709/217-227.ccls.                                 | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:26 |
| L4    | 869   | 719/311,318.ccls.                                 | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:26 |
| L5    | 32008 | I1 or I2 or I3 or I4                              | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:26 |
| L6    | 84    | I5 and virtual and quantization                   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2006/07/07 15:27 |
| S1    | 6630  | image and distribution and virtual and server     | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:02 |
| S2    | 39    | image near5 distribution same virtual and server  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:02 |
| S3    | 0     | 709-201-205,224.ccls.                             | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:02 |
| S4    | 11200 | 709/201-205,224.ccls.                             | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:02 |
| S5    | 685   | S1 and S4   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:17 |
| S6    | 686   | 709/205.icls.                                     | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:40 |
| S7    | 4     | S6 and image and camera and (remote near5 office) | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:20 |
| S8    | 68    | QCIF and JPEG and "H.263"                         | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:20 |
| S9    | 41    | QCIF and JPEG and "H.263" and ITU\$7              | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR               | ON      | 2004/11/03 15:27 |

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|     |    |                               |   |    |     |                  |
|-----|----|-------------------------------|---|----|-----|------------------|
| S10 | 5  | S9 and pstn and isdn          | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:27 |
| S11 | 36 | S9 not S10                    | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:26 |
| S12 | 7  | S11 and virtual               | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:28 |
| S13 | 68 | QCIF and JPEG and "H.263"     | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:27 |
| S14 | 6  | S13 and pstn and isdn         | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:27 |
| S15 | 1  | S14 not S10                   | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:27 |
| S16 | 10 | S13 and virtual               | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:28 |
| S17 | 0  | ("6674477").URPN.             | USPAT   | OR | OFF | 2004/11/03 15:32 |
| S18 | 4  | S6 and QCIF                   | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 15:46 |
| S19 | 5  | virtual near5 office and QCIF | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2004/11/03 16:07 |
| S20 | 0  | ("10297606").PN.              | EPO   | OR | OFF | 2004/11/03 16:08 |
| S21 | 0  | "10297606"                    | US-PGPUB;<br>USPAT;<br>EPO  | OR | OFF | 2004/11/03 16:11 |
| S22 | 11 | "297606"                      | US-PGPUB;<br>USPAT;<br>EPO  | OR | OFF | 2004/11/03 16:12 |
| S23 | 10 | "297606"                      | US-PGPUB;<br>USPAT;<br>JPO  | OR | OFF | 2004/11/03 16:12 |
| S24 | 1  | "10-297606"                   | US-PGPUB;<br>USPAT;<br>JPO  | OR | OFF | 2004/11/03 16:12 |
| S25 | 1  | "10-297606"                   | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:12 |

## EAST Search History

|     |      |                                   |   |    |     |                  |
|-----|------|-----------------------------------|---|----|-----|------------------|
| S26 | 23   | "297606"                          | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:13 |
| S27 | 35   | "283885"                          | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:26 |
| S28 | 0    | ken same toshihiro same yoshihisa | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:26 |
| S29 | 178  | ken same toshihiro                | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:27 |
| S30 | 2    | ken same toshihiro same tokyo     | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:27 |
| S31 | 4    | (one adj office adj space).ab.    | US-PGPUB;<br>USPAT;<br>USOCR;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2004/11/03 16:28 |
| S32 | 2083 | 709/204,205.ccls.                 | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2005/06/21 16:16 |
| S33 | 143  | S32 and user near5 condition      | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2005/06/21 16:05 |
| S34 | 48   | S32 and user near condition       | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2005/06/21 16:07 |
| S35 | 126  | S32 and user near status          | US-PGPUB;<br>USPAT;<br>EPO; JPO                                   | OR | ON  | 2005/06/21 16:12 |

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|     |     |  |                                 |    |    |                  |
|-----|-----|--|---------------------------------|----|----|------------------|
| S36 | 1   | S35 and quantization                             | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:15 |
| S37 | 280 | S32 and (partici\$5 near5 list\$5)               | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:16 |
| S38 | 178 | S32 and (partici\$5 near2 list\$5)               | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:16 |
| S39 | 84  | S32 and list adj participants                    | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:18 |
| S40 | 8   | S32 and list adj participants near5<br>image     | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:20 |
| S41 | 1   | S32 and participants near5 status<br>near5 image | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:21 |
| S42 | 4   | participants near5 status near5<br>image         | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:31 |
| S43 | 28  | participants near5 status same<br>image          | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:32 |
| S44 | 79  | conference near5 status same<br>image            | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:32 |
| S45 | 9   | conference near5 status near5<br>image           | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:33 |
| S46 | 200 | conference near5 room near5<br>image             | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:33 |
| S47 | 189 | conference adj room near5 image                  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:34 |
| S48 | 6   | conference adj room near5 image<br>near5 status  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:34 |
| S49 | 189 | conference adj room near5 image                  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:34 |
| S50 | 97  | conference adj room near2 image                  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON | 2005/06/21 16:41 |

## EAST Search History

|     |     |  |                                 |    |     |                  |
|-----|-----|--|---------------------------------|----|-----|------------------|
| S51 | 181 | quantization near5 coefficient near5 smaller   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2005/06/21 16:41 |
| S52 | 1   | quantization near5 coefficient near5 smaller same conference   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2005/06/21 16:43 |
| S53 | 2   | smaller adj quantization adj coefficient and conference  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2005/06/21 16:46 |
| S54 | 13  | smaller adj quantization adj coefficient   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2005/06/21 17:11 |
| S55 | 1   | ("6370279").PN.  | USPAT                           | OR | OFF | 2005/06/21 17:11 |
| S56 | 1   | ("5999208").PN.  | USPAT                           | OR | OFF | 2005/06/23 17:15 |
| S57 | 1   | ("6370279").PN.  | USPAT                           | OR | OFF | 2005/06/23 17:24 |
| S58 | 1   | ("6064772").PN.  | USPAT                           | OR | OFF | 2005/06/24 14:28 |
| S59 | 6   | (("3427443") or ("3551659") or ("4819233") or ("5579520") or ("5752038") or ("5790858")).PN.                 | USPAT                           | OR | OFF | 2005/06/24 14:30 |
| S60 | 7   | ((("5193180") or ("5247678") or ("5535329") or ("5987247") or ("6088717") or ("6112304") or ("6134559")).PN. | USPAT                           | OR | OFF | 2005/06/24 14:34 |
| S61 | 5   | ((("6011918") or ("5978583") or ("5881268") or ("5675805") or ("5021947")).PN.                               | USPAT                           | OR | OFF | 2005/06/24 14:35 |
| S62 | 6   | ((("5390329") or ("5634114") or ("6101325") or ("6199075") or ("6412019") or ("6519767")).PN.                | USPAT                           | OR | OFF | 2005/06/24 14:37 |
| S63 | 6   | ((("6016392") or ("6353887") or ("6473768") or ("6237079") or ("6516354") or ("5893118")).PN.                | USPAT                           | OR | OFF | 2005/06/24 14:37 |
| S64 | 1   | designated adj quantization adj coefficient  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2006/01/02 18:30 |
| S65 | 6   | designat\$5 near3 quantization adj coefficient   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2006/01/02 18:31 |
| S66 | 15  | position near3 quantization adj coefficient  | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2006/01/02 18:31 |
| S67 | 0   | user near3 position near3 quantization adj coefficient   | US-PGPUB;<br>USPAT;<br>EPO; JPO | OR | ON  | 2006/01/02 18:31 |

## EAST Search History

|     |     |   |   |    |     |                  |
|-----|-----|---|---|----|-----|------------------|
| S68 | 0   | user near10 position near3 quantization adj coefficient | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/02 18:31 |
| S69 | 15  | position near3 quantization adj coefficient             | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/02 18:31 |
| S70 | 266 | schedul\$5 near5 advertisement same server              | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 12:36 |
| S71 | 107 | schedul\$5 near advertisement same server               | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 12:37 |
| S72 | 46  | schedul\$5 near advertisement near10 server             | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 13:03 |
| S73 | 360 | schedul\$5 near advertisement                           | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 13:05 |
| S74 | 194 | schedule near advertisement                             | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 13:05 |
| S75 | 124 | schedule adj advertisement                              | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 16:13 |
| S76 | 177 | gaming near5 advertisement                              | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 16:13 |
| S77 | 17  | gaming near advertisement                               | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 16:16 |
| S78 | 47  | gaming near2 advertisement                              | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 16:16 |
| S79 | 30  | S78 not S77   | US-PGPUB; USPAT; EPO; JPO                   | OR | ON  | 2006/01/03 16:20 |
| S80 | 1   | ("20020056121").PN.                                     | US-PGPUB; USPAT                             | OR | OFF | 2006/01/03 16:29 |
| S81 | 4   | scheduling near2 type same advertisement                | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON  | 2006/01/03 16:30 |
| S82 | 1   | ("20020092017").PN.                                     | US-PGPUB; USPAT                             | OR | OFF | 2006/01/03 16:34 |
| S83 | 1   | ("6036601").PN.   | US-PGPUB; USPAT                             | OR | OFF | 2006/01/03 16:35 |

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|     |   |                                    |                    |    |     |                  |
|-----|---|------------------------------------|--------------------|----|-----|------------------|
| S84 | 1 | ("6714545").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:38 |
| S85 | 1 | ("20010034643").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:40 |
| S86 | 1 | ("6514140").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:43 |
| S87 | 2 | (("6514140") or ("5,823,879")).PN. | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:45 |
| S88 | 1 | ("20020056121").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:51 |
| S89 | 1 | ("20030103644").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:52 |
| S90 | 1 | ("20030200128").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:53 |
| S91 | 1 | ("20040172655").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:56 |
| S92 | 1 | ("20010032122").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:57 |
| S93 | 1 | ("20010020236").PN.                | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:58 |
| S94 | 1 | ("6725460").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 16:59 |
| S95 | 1 | ("6502076").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 17:05 |
| S96 | 1 | ("5881245").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 17:08 |
| S97 | 1 | ("6876974").PN.                    | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 17:44 |
| S98 | 2 | (("6876974") or ("6,446,045")).PN. | US-PGPUB;<br>USPAT | OR | OFF | 2006/01/03 17:44 |

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**1 [A Hardware/Software Reconfigurable Architecture for Adaptive Wireless Image Communication](#)**

Debashis Panigrahi, Clark N. Taylor, Sujit Dey

January 2002 **Proceedings of the 2002 conference on Asia South Pacific design automation/VLSI Design**

Publisher: IEEE Computer Society

Full text available:  [pdf\(162.99 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

 [Publisher Site](#)

With the projected significant growth in mobile internet and multimedia services, there is a strong demand for next-generation appliances capable of wireless image communication. One of the major bottlenecks in enabling wireless image communication is the high energy requirement, which may surpass the current and future capabilities of battery technologies. Past studies have shown that the bottlenecks can be overcome by developing adaptive multimedia compression algorithms which can adapt to dyn ...

**Keywords:** Adaptive, reconfigurable architecture, image compression, wireless multimedia

**2 [Surface light fields for 3D photography](#)**

 Daniel N. Wood, Daniel I. Azuma, Ken Aldinger, Brian Curless, Tom Duchamp, David H. Salesin, Werner Stuetzle

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(4.61 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A surface light field is a function that assigns a color to each ray originating on a surface. Surface light fields are well suited to constructing virtual images of shiny objects under complex lighting conditions. This paper presents a framework for construction, compression, interactive rendering, and rudimentary editing of surface light fields of real objects. Generalization of vector quantization and principal component analysis are used to construct a compressed repres ...

**Keywords:** 3D photography, function quantization, image-based rendering, light field, lumigraph, principal function analysis, surface light fields, view-dependent level-of-detail, wavelets

**3 [Image-based reconstruction of spatial appearance and geometric detail](#)**

 Hendrik P. A. Lensch, Jan Kautz, Michael Goesele, Wolfgang Heidrich, Hans-Peter Seidel  
April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(302.22 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Real-world objects are usually composed of a number of different materials that often show subtle changes even within a single material. Photorealistic rendering of such objects requires accurate measurements of the reflection properties of each material, as well as the spatially varying effects. We present an image-based measuring method that robustly detects the different materials of real objects and fits an average bidirectional reflectance distribution function (BRDF) to each of them. In or ...

**Keywords:** BRDF measurement, normal map acquisition, photometric stereo, shape from shading, spatially varying BRDFs

#### 4 A review of the fractal image compression literature

 Dietmar Saupe, Raouf Hamzaoui  
November 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 4

**Publisher:** ACM Press

Full text available:  pdf(968.87 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)

#### 5 Light field rendering

 Marc Levoy, Pat Hanrahan  
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available:  pdf(376.59 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** epipolar analysis, holographic stereogram, image-based rendering, light field, vector quantization

#### 6 Animation and sketching: Attention guided MPEG compression for computer animations

 Rafal Mantiuk, Karol Myszkowski, Sumanta Pattanaik  
April 2003 **Proceedings of the 19th spring conference on Computer graphics**

**Publisher:** ACM Press

Full text available:  pdf(156.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present a framework that aims at delivering high-quality and low-bandwidth 3D animation at real-time rates. In this framework we combine a real-time rendering, MPEG-4 video compression and a model of visual attention. We use the attention model to control quality/bit-rate of MPEG compression across a single frame. OpenGL is used to generate animation sequences in real-time.

**Keywords:** MPEG, streaming, video compression, virtual environment, visual attention

#### 7 Radiographic image compression: a neural approach

 Sridhar Narayan, Edward W. Page, Gene A. Tagliarini  
May 1991 **Proceedings of the conference on Analysis of neural network applications**

**Publisher:** ACM Press

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

**8 Exploiting Video: Panoramic video capturing and compressed domain virtual camera control**

Xinding Sun, Jonathan Foote, Don Kimber, B. S. Manjunath  
 October 2001 **Proceedings of the ninth ACM international conference on Multimedia**  
 Publisher: ACM Press

Full text available: [pdf\(1.86 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A system for capturing panoramic video and a novel method for corresponding compressed domain virtual camera control is presented. It targets applications such as classroom lectures and video conferencing. The proposed method is based on the FlyCam panoramic video system that is designed to produce high resolution and wide-angle video sequences by stitching the video pictures from multiple stationary cameras. The panoramic video sequence is compressed into an MPEG-2 stream for delivery. The prop ...

**9 Rendering systems on clusters: Design and implementation of a large-scale hybrid distributed graphics system**

Jian Yang, Jiaoying Shi, Zhefan Jin, Hui Zhang  
 September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization EGPGV '02**

Publisher: Eurographics Association

Full text available: [pdf\(237.87 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although modern graphics hardware has strong capability to render millions of triangles within a second, huge scenes are still unable to be rendered in real-time. Lots of parallel and distributed graphics systems are explored to solve this problem. However none of them is built for large-scale graphics applications. We designed AnyGL, a large-scale hybrid distributed graphics system, which consists of four types of logical nodes, Geometry Distributing Node, Geometry Rendering Node, Image Composit ...

**Keywords:** geometry compression, global share, image composition, image compression, large-scale cluster rendering, logical timestamp, memory explosion, parallel rendering, remote graphics, tiled displays, virtual graphics

**10 Virtual people & scalable worlds: Efficient compression and delivery of stored motion data for avatar animation in resource constrained devices**

Siddhartha Chattopadhyay, Suchendra M. Bhandarkar, Kang Li  
 November 2005 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '05**

Publisher: ACM Press

Full text available: [pdf\(537.78 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Animation of Virtual Humans (avatars) is done typically using motion data files that are stored on a client or streaming motion data from a server. Several modern applications require avatar animation in mobile networked virtual environments comprising of power constrained clients such as PDAs, Pocket-PCs and notebook PCs operating in battery mode. These applications call for efficient compression of the motion animation data in order to conserve network bandwidth, and save power at the client s ...

**Keywords:** avatar animation, distributed virtual reality, human motion

**11 Compression Domain Volume Rendering**

Jens Schneider, Rudiger Westermann  
 October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

**Publisher:** IEEE Computer Society

Full text available: [pdf\(1.23 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A survey of graphics developers on the issue of texture mapping hardware for volume rendering would most likely find that the vast majority of them view limited texture memory as one of the most serious drawbacks of an otherwise fine technology. In this paper, we propose a compression scheme for static and time-varying volumetric data sets based on vector quantization that allows us to circumvent this limitation. We describe a hierarchical quantization scheme that is based on a multiresolution c ...

**Keywords:** Volume Rendering, Vector Quantization, Texture Compression, Graphics Hardware

**12 CamBall: augmented networked table tennis played with real rackets**

 Charles Woodward, Petri Honkamaa, Jani Jäppinen, Esa-Pekka Pyökkimies

September 2004 **Proceedings of the 2004 ACM SIGCHI International Conference on Advances in computer entertainment technology ACE '04**

**Publisher:** ACM Press

Full text available: [pdf\(845.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a computer system for natural interaction in an augmented virtual environment, enabling people to play table tennis over Internet/LAN with real rackets. No special hardware is required except for the web cameras. The pose of the rackets is computed by marker detection from the image. The players see each other in the camera image, which is streamed real time over the network. The multicast implementation enables a network audience to view the game, too.

**Keywords:** augmented reality, network games, virtual environments

**13 GPGPU: general purpose computation on graphics hardware**

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

**14 A video-based rendering acceleration algorithm for interactive walkthroughs**

 Andrew Wilson, Ming C. Lin, Boon-Lock Yeo, Minerva Yeung, Dinesh Manocha

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

**Publisher:** ACM Press

Full text available: [pdf\(1.10 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a new approach for faster rendering of large synthetic environments using video-based representations. We decompose the large environment into cells and pre-compute *video based impostors* using MPEG compression to represent sets of objects that are far from each cell. At runtime, we decode the MPEG streams and use rendering algorithms that provide nearly constant-time random access to any frame. The resulting system has been implemented and used for an interactive walkthrough ...

**Keywords:** MPEG video compression, architectural walkthrough, massive models, video-

based impostors, virtual cells

**15 Fast lossy Internet image transmission**

 John M. Danskin, Geoffrey M. Davis, Xiyong Song

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  [htm\(6.83 KB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)



**Keywords:** Internet, World Wide Web, forward error correction, image compression, image transmission, lossy transmission

**16 Session P9: interactive volume rendering: Texture hardware assisted rendering of time-varying volume data**

Eric B. Lum, Kwan Liu Ma, John Clyne

October 2001 **Proceedings of the conference on Visualization '01**

Publisher: IEEE Computer Society

Full text available:  [pdf\(11.72 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

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In this paper we present a hardware-assisted rendering technique coupled with a compression scheme for the interactive visual exploration of time-varying scalar volume data. A palette-based decoding technique and an adaptive bit allocation scheme are developed to fully utilize the texturing capability of a commodity 3-D graphics card. Using a single PC equipped with a modest amount of memory, a texture capable graphics card, and an inexpensive disk array, we are able to render hundreds of time s ...

**Keywords:** PC, compression, high performance computing, out-of-core processing, scientific visualization, texture hardware, time-varying data, transform encoding, volume rendering

**17 A real-time low-latency hardware light-field renderer**

 Matthew J. P. Regan, Gavin S. P. Miller, Steven M. Rubin, Chris Kogelnik

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(2.63 MB\)](#)

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**18 QuickTime VR: an image-based approach to virtual environment navigation**

 Shenchang Eric Chen

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  [pdf\(347.59 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**Keywords:** environment maps, image registration, image warping, panoramic images, real-time display, view interpolation, virtual reality

**19 High dynamic range imaging**

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH**



'04



Publisher: ACM Press

Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

**20 [Hardware: A hardware architecture for multi-resolution volume rendering](#)**G. Wetekam, D. Stanecker, U. Kanus, M. Wand  
July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Publisher: ACM Press

Full text available: [pdf\(478.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

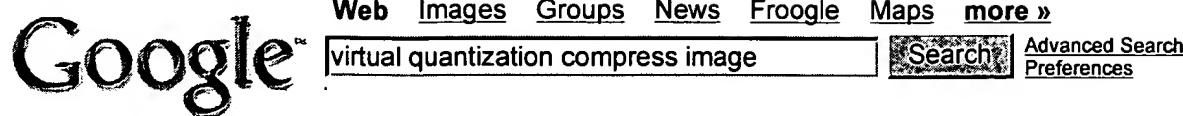
In this paper we propose a hardware accelerated ray-casting architecture for multi-resolution volumetric datasets. The architecture is targeted at rendering very large datasets with limited voxel memory resources for both cases where the working set of a frame does or does not fit into the voxel memory. We describe the multi-resolution model used to organize the volume data, especially the wavelet based compression scheme. An efficient hardware implementation of the wavelet decompression is pres ...

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**[77] Introduction to Fractal compression (long)**

3. The fractals in Fractal Image Compression are Iterated Function Systems. 4. It is a form of **Vector Quantization**, one that employs a **virtual** codebook. 5. ...  
[www.faqs.org/faqs/compression-faq/part2/section-8.html](http://www.faqs.org/faqs/compression-faq/part2/section-8.html) - 24k - [Cached](#) - [Similar pages](#)

**Molecular Expressions Microscopy Primer: Digital Image Processing ...**

The scale factor of the **quantization** matrix directly affects the amount of **image compression**, and the lossy quality of JPEG **compression** arises as a direct ...  
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A **ByteImage** can be physical (with memory allocated for it) or **virtual** (borrows ... The **SclImage** (**Semi-Compressed Image**) provides an abstraction for DCT data ...  
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**Dali: SclImage -- C API**

Using a **virtual SclImage**, you can decompress or replace part of a **compressed image** (eg, the central portion of a JPEG **image**) without decompressing the entire ...  
[www.cs.cornell.edu/dali/api/sc-c.html](http://www.cs.cornell.edu/dali/api/sc-c.html) - 21k - [Cached](#) - [Similar pages](#)

**Video compression - Wikipedia, the free encyclopedia**

The use of most video **compression** techniques (eg, DCT or DWT based techniques) involves **quantization**. The **quantization** can either be scalar **quantization** or ...  
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2, SE Chen, "QuickTime VR—An **image-based** approach to **virtual** environment ... 12, A. Gersho and RM Gray, **Vector Quantization** and **Signal Compression** Boston, ...  
[ieeexplore.ieee.org/xpls/abs\\_all.jsp?arnumber=1386244&isnumber=30174](http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=1386244&isnumber=30174) - [Similar pages](#)

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Scalable Coding of Very High Resolution Video Using the **Virtual Zerotree**, ... **Quantization Performance in SPIHT and Related Wavelet Image Compression ...**  
[iris.usc.edu/Vision-Notes/bibliography/compute87.html](http://iris.usc.edu/Vision-Notes/bibliography/compute87.html) - 35k - [Cached](#) - [Similar pages](#)

**Video Compression Tutorial**

Vector **quantization** is a lossy **compression** that looks at an array of data, ... **compression**, similar in nature to the **Virtual Reality Modeling Language**. ...  
[www.wave-report.com/tutorials/V/C.htm](http://www.wave-report.com/tutorials/V/C.htm) - 29k - [Cached](#) - [Similar pages](#)

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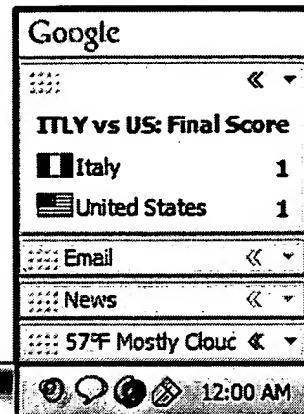
The paper presents an application-specific **image compression** technique focusing on **virtual conferencing**. The paper proposes a **compression** technique that ...  
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*Image Processing, 2001. Proceedings. 2001 International Conference on*  
 Volume 1, 7-10 Oct. 2001 Page(s):185 - 188 vol.1  
 Digital Object Identifier 10.1109/ICIP.2001.958984

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Wu, Y.-G.;  
*Vision, Image and Signal Processing, IEE Proceedings-*  
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**3. SAR image data compression using wavelet packet transform and universal-trellis coded quantization**

Xingsong Hou; Guizhong Liu; Yiyang Zou;  
*Geoscience and Remote Sensing, IEEE Transactions on*  
 Volume 42, Issue 11, Nov. 2004 Page(s):2632 - 2641  
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Monro, D.M.; Sherlock, B.G.;  
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**7. Vector-based signal processing and quantization for image and video compression**

Weiping Li; Ya-Qin Zhang;  
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Robertson, M.A.; Stevenson, R.L.;  
[Circuits and Systems for Video Technology, IEEE Transactions on](#)  
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Kiselyov, O.; Fisher, P.;  
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[Engineering in Medicine and Biology Society, 2003. Proceedings of the 25th Annual International Conference of the IEEE](#)  
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Kasaei, S.; Deriche, M.; Boashash, B.;  
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da Silva, E.A.B.; Sampson, D.G.; Ghanbari, M.;

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